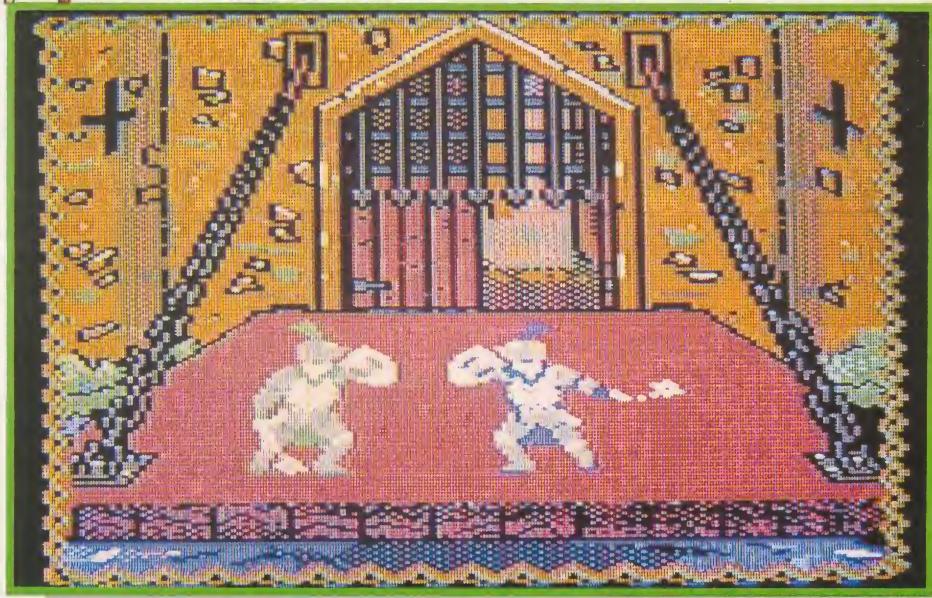




**COMMODORE  
C64  
C128**



**RE<sup>TM</sup> ENGLISH SOFTWARE<sup>TM</sup> ENGLISH SUPPORT<sup>TM</sup>**

# COMMODORE 64/128 LOADING INSTRUCTIONS:

Cassette: **INSERT SIDE A**, then type **LOAD**, press play, then hit the **RETURN KEY**. **SIDE A** contains the menu program.

Diskette: **INSERT SIDE A**, type **LOAD "KNIGHTS"**, 8, 1 then hit the **RETURN KEY**. **SIDE A** contains the menu program.

## SCORING IN THE SIX COMBAT EVENTS:

**ROSE** = 25 points

**SHIELD** = Ten roses = 250 points

**BONUS** = 100 points/per shield remaining before time runs out.

## SCORING IN ARCHERY and CROSSBOW EVENTS:

**ARCHERY** = 50 points/wooden horse hit

**CROSSBOW** = 35 points/small target hit

25 points/larger target hit

15 points/largest target hit

**KNIGHT KNOCKOUT BONUS** = 5000 points

(For removing all opponent's shields within the time limit)

## CASSETTE USERS:

To save time when loading, it may be helpful to reset your tape counter to 000 (ZERO), and then note the tape counter position for each separate game on the cassette. Note the tape counter position in the space below for future reference:

**SWORDFIGHT 1** \_\_\_\_\_

**SWORDFIGHT 2** \_\_\_\_\_

**QUARTERSTAFF** \_\_\_\_\_

**PIKE STAFF** \_\_\_\_\_

**ARCHERY** \_\_\_\_\_

**CROSSBOW** \_\_\_\_\_

**BALL & CHAIN** \_\_\_\_\_

**AXEMAN** \_\_\_\_\_

## INSTRUCTIONS

Use the following Joystick controls for:

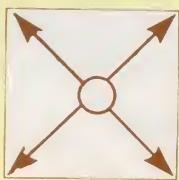
- SWORDFIGHT 1 & 2 ● QUARTERSTAFF ● ARCHERY
- BALL & CHAIN ● PIKESTAFF ● CROSSBOW
- AXEMAN

### PLAYER 1

#### DEFENSIVE MOVES

JOYSTICK

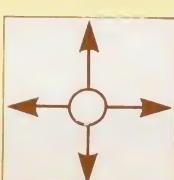
(WITHOUT  
BUTTON PRESSED)



#### ATTACK MOVES

JOYSTICK

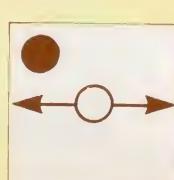
(WITHOUT BUTTON PRESSED)



#### LEFT/RIGHT MOVEMENT

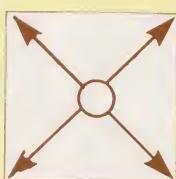
JOYSTICK

(WITH  
BUTTON PRESSED)

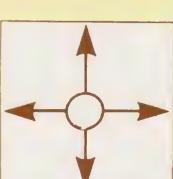


### PLAYER 2

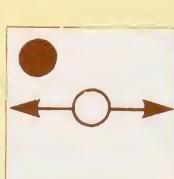
#### DEFENSIVE MOVES



#### ATTACK MOVES



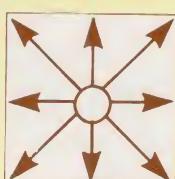
#### LEFT/RIGHT MOVEMENT



### ARCHERY & CROSSBOW

Guide the cursor with joystick, then push button to fire:

#### JOYSTICK



# Knight Games

A Medieval Challenge for your computer. **ENGLISH SOFTWARE** brings medieval combat to life, giving you the chance to become an Olde English Knight, challenging your skills in 8 exciting events including:

SWORD FIGHTING 1  
DUELING AXEMEN  
ARCHERY  
QUARTERSTAFF BASHING  
CROSSBOW SHOOTING  
SWORD FIGHTING 2  
BALL AND CHAIN FLAILING  
PIKESTAFF CONTESTS

**KNIGHT GAMES** loads in 8 separate parts and features:

- One and Two player combat modes.
- Evocative medieval-style hi-resolution graphics.
- Hundreds of different sprite positions
- Exciting medieval-style music, specially composed for **KNIGHT GAMES**
- Joystick and keyboard operation (Amstrad).
- Joystick operation (Commodore).
- Selectable skill levels.

**FOR FULL LOADING INSTRUCTIONS and JOYSTICK/KEYBOARD CONTROLS SEE REVERSE SIDE.**

## **KNIGHT GAMES OBJECTIVE:**

In the 6 combat events, your objective is to win as many roses and shields as possible off your opponent, within the selected time limit. In the archery and crossbow events, you must score as many direct hits as possible.

Amount of time left is indicated by the burning candle.

**KNIGHT GAMES** loads from cassette in 8 separate stages, with four different events on each side of the cassette. Always load in the first program on the cassette first, which is the menu selection program, before selecting a particular event. Use the cursor keys or joystick to choose which event you wish to select, then press the **SPACE BAR** to load. Follow the same procedure for disk loading.

**IMPORTANT NOTE:** Always remember to leave your tape recorder on play when making your selections.

When the selected game has loaded, you will be presented with an **OPTIONS SCREEN**. Use the cursor keys or joystick to select your games options, then press the **ENTER/RETURN** key to select that option.

• **WHEN** you have finished choosing your options, select the **START GAME** option and hit the **ENTER/RETURN** key.

### **CONTROLS:**

**RESET GAME:** Ø Key (AMSTRAD) Restore Key (Commodore)

**FREEZE GAME:** Press the H key, then press again to re-commence play.

### **KNIGHT GAMES PROGRAMMING CREDITS:**

Amstrad Game and Graphic Programming:  
Dennis Travers

Commodore Game and Graphics Programming:  
Jon Williams

Graphic Design: Colin Brown

Original Musical Composition: Yekao and Spiz,  
with David Whittaker.

Original Knight Games Concept: Philip Morris.

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- Superb hi-resolution graphics
- 8 original musical themes.

- 1 & 2 player combat modes.
- Joystick operation.

## A Glorious Feast of Medieval Combat



Sword fight 1



Crossbow



Quarterstaff



Ball & Chain



Archery



Pike Staff



Axe Man



Sword fight 2

PLAYING  
INSTRUCTIONS  
ON REVERSE  
OF SLEEVE

ENGLISH SOFTWARE  
1 North Parade,  
Parsonage Gardens,  
Manchester M60 1BX  
Tel: 061-835 1358



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